Introduction of Century Vanguard Media

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Part 1: Executive Introduction

Introduction

Hello everyone, my name is Guillermo Sanchez. Today, I’m presenting an overview of my company, Century Vanguard Media. In this presentation, I will share how the organization began, the alternative social media platforms I developed to enhance safety and user empowerment, and several recent innovations that expand Century Vanguard Media’s growing ecosystem. I will also introduce Project Miracle, the first major initiative within that ecosystem.

Let’s continue with Part 2 of my story and explore how these projects came to life.

Part 2: The Reason Why I Created Century Vanguard Media

The Reason Why I Created Century Vanguard Media

For anyone wondering how Century Vanguard Media began, I’d like to share the story behind these projects and what inspired their creation. As I walk through this journey, please note that I will not be mentioning the names of individuals who work within disability-support organizations, in order to respect their privacy.

Part 2.1: How I started doing Project Miracle, the very first project on CVM’s ecosystem projects.

The earliest chapter in the founding of Century Vanguard Media begins with the creation of Project Miracle. This initiative was born from my personal experiences between 2021 and 2025, during which I was often underestimated, overlooked, and treated in ways that did not reflect my adulthood or professional capabilities. These experiences occurred both in the workplace and in public settings, and they highlighted a broader issue faced by many individuals with invisible disabilities.

In March 2023, after repeatedly being treated as though I were a child rather than an adult, an idea sparked—an idea that would eventually become Project Miracle. I envisioned a platform designed to support people with invisible disabilities who encounter similar challenges, providing them with recognition, respect, and a space where their voices and experiences truly matter.

Part 2.2: How I started doing various alternative social media platforms and ideas on CVM’s platforms.

The second part of Century Vanguard Media’s founding comes from my experiences observing how mainstream social media platforms have evolved over the past decade, especially throughout the 2020s. Major platforms such as Facebook, X (Twitter), YouTube, Instagram, TikTok, Google, and Pinterest—along with their algorithmic systems and AI-driven content models—have increasingly prioritized trends shaped by younger online audiences in Western internet spaces.

These trends include the rapid rise of globally popular Japanese animation, the dominance of South Korean entertainment topics, the spread of toxic fandom behavior, generational slang and labels, and the marginalization or misrepresentation of niche or non-Western works. In addition, the growing influence of large content creators has led to challenges such as viral prank videos, unsafe video trends, and content that encourages imitation among children. Issues like misinformation, cultural imbalance, inappropriate material, and the emergence of “Elsagate-like” content on platforms designed for kids have further contributed to an environment that can be unsafe or overwhelming for children, neurodivergent individuals, and older users who are not aligned with these trends.

Witnessing these shifts made it clear that many people are seeking safer, more structured, and more respectful alternatives to mainstream social media. This realization became a core motivation behind the creation of Century Vanguard Media. My goal is to provide platforms that prioritize safety, balance, and meaningful engagement—platforms designed for users who want a healthier digital environment.

With that foundation in mind, let’s move on to Part 3, where I will present the logos I designed for Century Vanguard Media’s platforms and ecosystem.

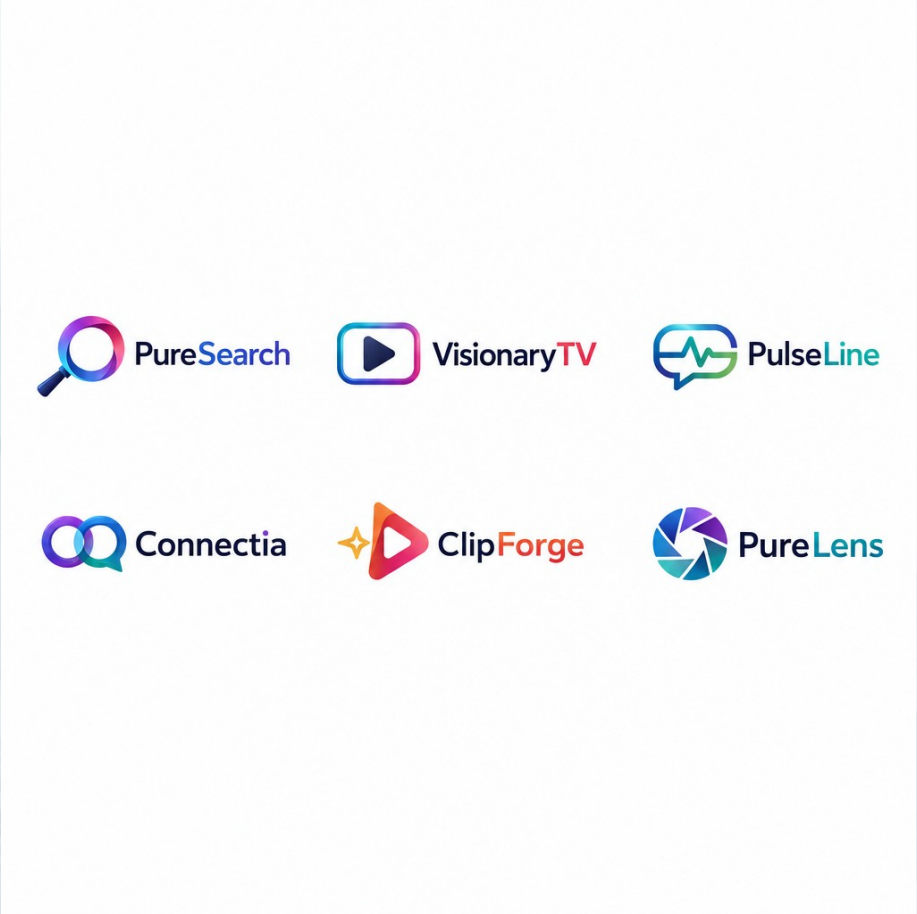
Part 3: Showcase of Logos

Part 3: Showcase of Logos

Here are the logos that I created by using Copilot AI for creating my projects.

Century Vanguard Media Logo

Logos of My Creative Alternative Social Media Platforms



Project Miracle Logo

Vanguard Global Licensing Logo

Aesthetica Social Logo

VisionaryTV Jr Logo

VanguardAI Logos

Main Logo

Emblem Icon Logo

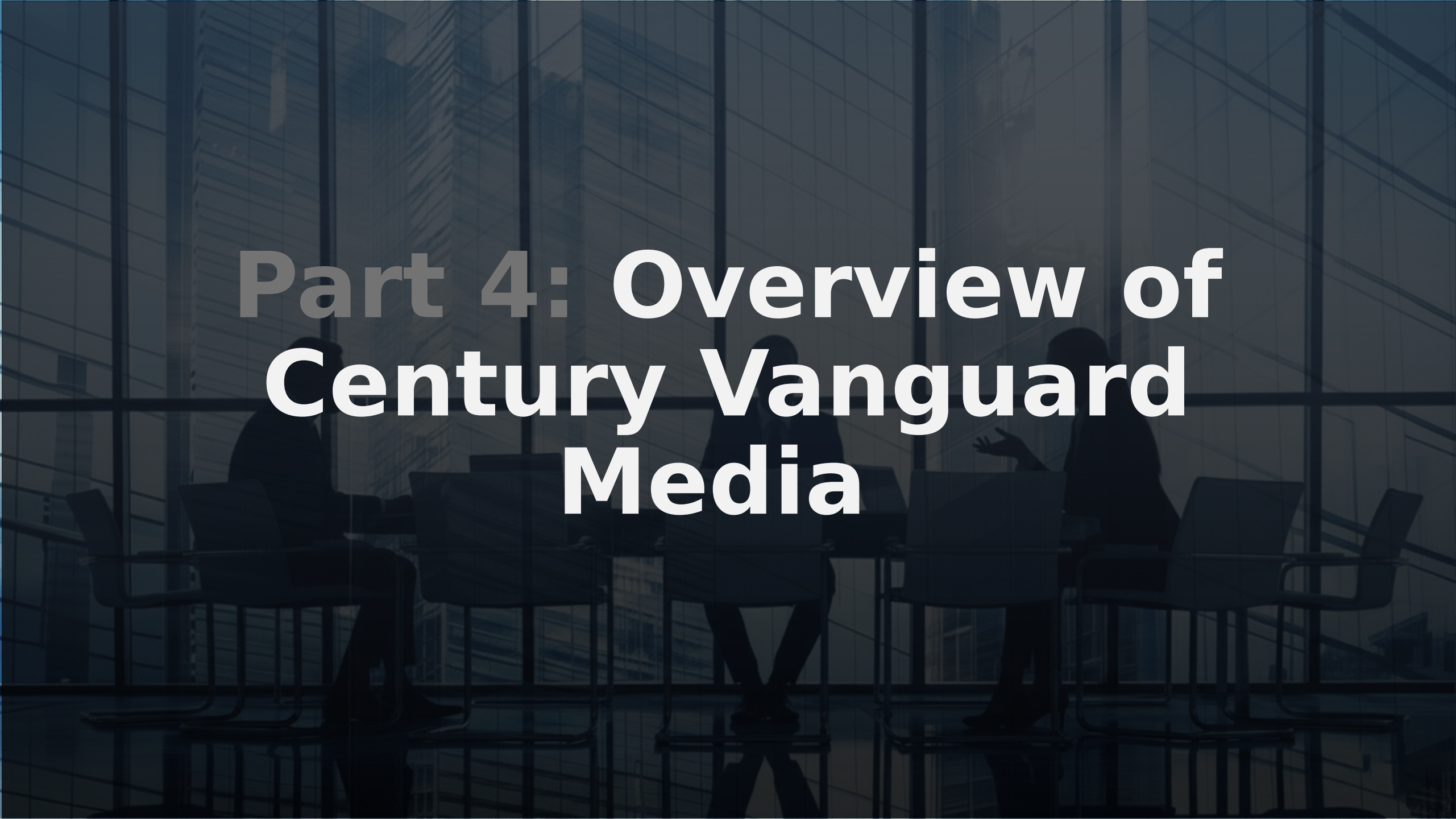
EchoSphere Logo

ECHOSPHERE

InfoSphere Archive Logo

End of Showing Logos on CVM and its Platforms

That concludes the overview of the logos for Century Vanguard Media’s platforms and online services. Now, let’s move on to Part 4, where I will explain what Century Vanguard Media represents and the mission behind its creation.



Part 4: Overview of Century Vanguard Media

Part 4: Overview of Century Vanguard Media

Century Vanguard Media (CVM) is a project organization I founded to create meaningful, forward-thinking solutions across digital media, community advocacy, and licensing innovation. It serves as the central hub for a growing ecosystem of platforms, initiatives, and collaborative efforts designed to offer modern, ethical, and user-focused alternatives to today's mainstream social media environments.

Within this ecosystem, I have developed several key initiatives, including Project Miracle, Aesthetica Social, PureSearch, VisionaryTV, PulseLine, Connectia, ClipForge, PureLens, Vanguard Global Licensing (VGL), VisionaryTV Jr., VanguardAI, EchoSphere, and InfoSphere. Together, these projects form the foundation of what will become the Century Vanguard Group Committee—a unified governance structure dedicated to platform development, community standards, and long-term strategic growth.

Century Vanguard Media will also collaborate with organizations that support individuals with disabilities—such as SEEC, TLC Outcomes, The Arc, and others—to strengthen the mission behind these projects. In addition, CVM will pursue fundraising opportunities to help bring this vision fully to life and establish the company as a sustainable, impactful organization.

With that overview complete, let's move on to Part 5 of this presentation, where I will define Vanguard Global Licensing and explain its role within the Century Vanguard Media ecosystem.

Part 5: Defining Vanguard Global Licensing

Part 5: Defining Vanguard Global Licensing

Vanguard Global Licensing (VGL) is the licensing division within the Century Vanguard Media ecosystem. It is designed to operate both as a licensor and as a strategic partner for future companies and collaborators. Through VGL, Century Vanguard Media will manage brand partnerships, intellectual property licensing, cross-platform integrations, and long-term collaborative opportunities that support the growth of the entire CVM ecosystem.

As for future clients and the future ownership structure of the company, those details will be revealed in the next section of this presentation.

CVM’s future client and future ownership company will be……

Part 5.1: What is SNK Corporation?

For those who may not be familiar with the company, SNK Corporation—originally known as Shin Nihon Kikaku, meaning *New Japan Project*—is a Japanese video game developer founded in 1978. The company later operated under the name SNK Playmore from the early 2000s until 2016 before returning to the SNK name. SNK is widely recognized for creating the Neo Geo home and arcade systems, along with an iconic catalog of games such as *Fatal Fury*, *Art of Fighting*, *Samurai Shodown*, *The King of Fighters*, *Metal Slug*, *Ikari Warriors*, and *Psycho Soldier*.

Over the decades, SNK has introduced many beloved characters who have become global fan favorites, including Terry Bogard, Ryo Sakazaki, Kyo Kusanagi, Iori Yagami, Geese Howard, Athena Asamiya, Mai Shiranui, Nakoruru, and many others. Their legacy continues to influence gaming culture worldwide.

My interest in collaborating with SNK comes from the deep appreciation I developed for the company after researching its history in 2012. I became a dedicated fan that same year, and I have been playing their games since my early high school years. SNK's rich heritage, creative innovation, and international appeal make them an inspiring potential partner for Century Vanguard Media.

In the next slide, I will discuss the potential long-term goal of welcoming SNK into the CVM Partner Ecosystem Committee, along with opportunities for merchandise collaborations aimed at expanding global reach and cultural impact.

Part 5.2: Creative Collaborations, Global Expansion, Cultural Reach, Licensing Partnerships to working with SNK

With SNK's recent success—highlighted by collaborations with global icons such as Cristiano Ronaldo and Kenshiro from the *Fist of the North Star* franchise in the 2025 release of *Fatal Fury: City of the Wolves*—the company has demonstrated strong momentum and renewed international visibility. As a longtime fan of both SNK and classic martial-arts media, these developments further reinforced my interest in partnering with them.

One of my long-term goals is to support a movement focused on restoring SNK's international presence, including the revival of its former North American and European offices. SNK experienced significant financial challenges in the late 1990s and early 2000s, which contributed to its first bankruptcy. However, I see tremendous potential in helping SNK rebuild and strengthen its global identity.

The first major objective of this initiative is to assist in re-establishing SNK's international footprint—particularly in regions where their franchises have maintained exceptional popularity. This includes expanding distribution and import channels in Latin America, especially Mexico and Brazil, where series like *Fatal Fury* and *The King of Fighters* have been cultural staples for decades.

The second objective involves licensing partnerships and creative collaborations. Well-known licensors such as Funko and other merchandise partners would be encouraged to collaborate through Vanguard Global Licensing—or directly with SNK—to produce collectible items featuring SNK's iconic characters, including Terry Bogard, Ryo Sakazaki, Kyo Kusanagi, Iori Yagami, Geese Howard, Haohmaru, Nakoruru, Athena Asamiya, Mai Shiranui, Yuri Sakazaki, Leona Heidern, and many others.

A similar licensing strategy would extend to the *Fist of the North Star* franchise, enabling merchandise opportunities such as Funko Pop figures of characters like Kenshiro, Raoh, and Toki.

Additionally, certain light-novel and moe-style anime series—with refined, stylized art directions that blend realism with expressive character design—may also be considered for licensing partnerships. Any such collaboration would require full compliance with Century Vanguard Media's content guidelines and formal agreements with the respective rights holders.

The project movement associated with these goals will be discussed in the next slide of this presentation.

Part 5.3: Project SNK: A Global Restoration Initiative

This broader initiative, known as Project SNK, is envisioned as a long-term restoration and global visibility campaign dedicated to elevating SNK's brand, characters, and legacy. Its purpose is to help reintroduce SNK to a wider international audience while strengthening its cultural impact across multiple regions.

Given SNK's current ownership structure—being almost fully owned by the Misk Foundation, a Saudi Arabian nonprofit organization, and its subsidiary, the Electronic Gaming Development Company—I am also committed to exploring collaborative opportunities with Misk Foundation. As part of a long-term vision, I aim to pursue a small ownership stake in SNK alongside Misk Foundation, ultimately positioning Century Vanguard Media as a future co-parent organization of SNK Corporation.

In this future ecosystem, both SNK Corporation and the Misk Foundation would hold seats within the Century Vanguard Media Group Committee, contributing to shared governance, strategic development, and international expansion.

With that foundation established, let's move on to Part 6 of this presentation, where I will introduce and define Project Miracle.

Part 6: Defining Project Miracle and FutureHope

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Project Miracle is a comprehensive initiative within Century Vanguard Media dedicated to supporting individuals with invisible disabilities—people who may appear “typical” externally but experience challenges that are not immediately visible. The project functions as a civil-rights-driven movement, an advocacy framework, and the foundation for nonprofit programs such as **FutureHope**.

The core mission of Project Miracle is to ensure that individuals with invisible disabilities are treated with the same dignity, autonomy, and respect afforded to neurotypical individuals. This includes challenging outdated assumptions that group people with invisible disabilities into the same categories or support structures as individuals with severe disabilities, even when their needs and capabilities differ significantly.

Project Miracle promotes the belief that individuals with invisible disabilities deserve **greater independence, broader opportunities, and equal social standing**. This includes supporting individuals who may or may not use Person-Centered Planning (PCP), who may or may not require a Direct Support Professional, and who benefit from environments that recognize their strengths rather than limiting them through stereotypes.

A key component of Project Miracle is the development of nonprofit programs—most notably **FutureHope**—and specialized private educational environments designed to prepare individuals with invisible disabilities for real-world success. These programs focus on:

- Building confidence and independence
- Providing real-world training and life-skills education
- Supporting career development and job readiness
- Ensuring individuals are treated as capable adults, not as children
- Challenging harmful assumptions such as:
- “Disabled people can’t do this job.”
- “They can’t participate in mainstream or alternative social media platforms.”
- “Being a video content creator is childish or not a real job.”
- “You’ll never become a firefighter, doctor, or professional in your dream field.”
- No neurodivergent individual should be discouraged from pursuing a dream career simply because of a developmental or learning disability. Likewise, individuals with invisible disabilities should **not** be compared to people with severe disabilities, such as those with Down syndrome, as their needs and capabilities differ.

Project Miracle also advocates for reform within DDA-funded organizations such as SEEC, The Arc, and TLC Outcomes. The goal is to ensure that employment specialists and support staff do not limit a person’s potential by discouraging career paths such as acting, singing, martial arts, content creation, or any other profession.

Part 6.1: What is FutureHope?

FutureHope is the first nonprofit initiative under Project Miracle. It is designed specifically for individuals with invisible disabilities who seek employment, continued education, or participation in structured daytime programs after graduating from the FutureHope School Program.

FutureHope’s mission is to empower clients to live independently, pursue meaningful careers, and be treated as fully capable adults. Key features of the program include:

- Job readiness training
- Interview preparation
- Career exploration and support
- Life-skills education, including:
- Making medical appointments
- Planning travel and booking flights
- Managing personal schedules and responsibilities

FutureHope differs from traditional employment-support models in several important ways:

- Clients are **not** monitored by employment specialists at their workplace unless they specifically request support.
- Staff do **not** contact parents or employers over minor issues.
- FutureHope does **not** enter binding contracts with employers once a client is hired.
- Clients maintain full independence and may return to FutureHope for assistance if they choose to leave a job and seek a new one.

FutureHope treats individuals with invisible disabilities as **neurotypical peers**, not as dependents. Clients may choose in-person or virtual participation for both job-search support and continued education.

Part 6.2: FutureHope School Program

The **FutureHope School Program** is a specialized educational initiative created as an alternative for students with invisible disabilities—such as individuals with high-functioning autism—who struggle within traditional public-school special education environments. The program is designed as a “super school”: structured, supportive, academically rigorous, and tailored to help students thrive.

The program is built on the belief that students with invisible disabilities deserve an educational setting that recognizes their intelligence, maturity, and potential, rather than grouping them with peers whose needs and behaviors differ significantly.

Part 6.3: Eligibility and Rules on FutureHope School Programs

Eligible students include those who:

- Are enrolled in public-school special education programs but present as neurotypical
- Have invisible disabilities such as high-functioning autism
- Demonstrate consistent good behavior and follow classroom expectations
- Do not engage in disruptive behaviors
- Possess a good or high IQ
- Feel uncomfortable or unable to learn effectively in disruptive environments

To determine eligibility, FutureHope staff will observe students in their current public-school special education classrooms to ensure the program is the right fit.

Part 6.4: School Structure, Expectations, and Student Rights

The FutureHope School Program follows many traditional private-school standards, with several distinctions aligned with Project Miracle’s values.

- Key features include:
- **School Uniforms:** Students wear uniforms representing Project Miracle’s identity and values.
- **Student Voice:** Students may respectfully critique teacher performance to ensure accountability.
- **Flexible Learning Options:** Students may choose in-person, virtual, or hybrid learning formats.
- **Attendance and Conduct**
- Students may not skip classes or spend excessive time outside the classroom unless they communicate that they are feeling ill.
- Teachers and staff will meet with students and parents if concerns arise.
- Repeated rule violations may result in suspension, expulsion, or transfer back to the student’s original public school.
- **Prohibited Behaviors**

Serious offenses—including fighting, smoking or vaping, bringing weapons or drugs onto school grounds, or using racist or offensive language—are strictly prohibited. The school is committed to maintaining a safe, respectful, and supportive environment.

Part 6.5: Important Clarification

Before moving on to Part 7, it is important to clarify that **Project Miracle is not designed to compete with DDA-funded organizations** such as SEEC, nor does it discriminate against individuals with severe disabilities. Project Miracle is not a profiling system; it is an initiative created specifically for neurodivergent individuals who have been stereotyped, underestimated, or treated like children in school, at work, or in community programs.

Project Miracle respects individuals with severe disabilities and recognizes their unique needs. Additionally, Project Miracle encourages neurodivergent individuals to become **Direct Support Professionals** who can support people with non-invisible disabilities, including those receiving services from DDA-funded organizations.

Now that we've covered Project Miracle, let's move on to Part 7 of this presentation. In this section, I will introduce the platforms developed under Century Vanguard Media and explain how they differ from mainstream social media platforms.

Part 7: Introduction of Century Vanguard Media’s Alternative Social Media Platforms

Part 7: Introduction of Century Vanguard Media’s Alternative Social Media Platforms

As part of founding Century Vanguard Media, I also developed a series of alternative safety-focused social media platforms. These platforms were created in response to the experiences and concerns I observed across mainstream social media environments. Each platform serves a specific purpose within the CVM ecosystem, offering structured, secure, and user-centered alternatives.

In the next section, I will explain each platform individually and highlight what makes them distinct from mainstream social media.

Part 7.1: What is Aesthetica Social?

Aesthetica Social is a next-generation, Pinterest-style visual discovery platform designed for users seeking a safer, more curated, and more intentional alternative to mainstream image-sharing sites. Centered on creativity, personal interests, and aesthetic expression, Aesthetica Social provides a clean, distraction-free environment where users can explore, collect, and share visual content with ease.

At its core, Aesthetica Social enables users to:

- Share and showcase collage art
- Save and organize favorite images from TV shows, movies, video games, architecture, vehicles, and other personal interests
- Download images directly to their computer or smartphone
- Create themed boards that reflect their unique tastes and inspirations

Access the platform through planned mobile apps for iOS and Android (alongside other Century Vanguard Media platforms)

Aesthetica Social was created in response to a clear gap in the digital landscape: **there is currently no true alternative or competitor to Pinterest**. While Pinterest remains the dominant platform for visual inspiration, it also presents limitations—content restrictions, algorithmic clutter, and a lack of niche-friendly spaces for users who prefer specialized or non-mainstream aesthetics.

Aesthetica Social addresses these gaps by offering:

- A safer, more controlled environment with strict moderation against harmful or inappropriate content
- A platform intentionally designed for niche communities, fandoms, and aesthetic collectors—including fans of light-novel or moe-style anime artwork, supported by an optional algorithm-filler feature for users who prefer limited exposure to that art style along with others like Nintendo content and Dragon Ball related content.
- A focus on creativity rather than influencer culture
- A clean, brand-centric interface that avoids the noise and trends of mainstream social media

A user-first philosophy that allows people to save, download, and organize content without unnecessary restrictions

The platform supports users who enjoy collecting images of their favorite fictional characters, shows, films, games, vehicles, interior designs, or personal aesthetic themes. It also serves as a home for collage artists, mood-board creators, and individuals who want a visually expressive space without the pressures of typical social networks.

Aesthetica Social is a key pillar of the **Century Vanguard Media** ecosystem—reflecting the company's commitment to building ethical, niche-friendly, Western-centric, and creativity-driven digital platforms. Features such as the algorithm-filler option further distinguish Aesthetica Social from mainstream alternatives.

Part 7.2: What is PureSearch?

PureSearch is the ecosystem’s dedicated search engine. While modeled after the familiar structure of Google, it places a far stronger emphasis on safety, content integrity, and user trust. PureSearch avoids mainstream clutter and instead prioritizes clean, relevant, and responsibly curated search results. It is designed for users who want a search experience free from harmful content, misinformation, and algorithmic bias.

Part 7.3: What is VisionaryTV?

VisionaryTV is a video-sharing platform inspired by YouTube but built with a more controlled, respectful, and community-centered philosophy. Similar in spirit to platforms like Rumble, VisionaryTV provides creators with a space to share videos without the toxicity, harassment, or unpredictable moderation practices often associated with mainstream video sites. The platform emphasizes user safety, creator respect, and balanced content visibility.

VisionaryTV will feature an educational mode for FutureHope and other public schools in case if YouTube is blocked on public school internet service such as on chromebooks.

Part 7.4: What if VisionaryTV Jr?

VisionaryTV Jr is a safer, more structured, and fully educational version of VisionaryTV. While the main VisionaryTV platform will include an educational mode for schools and Project Miracle's FutureHope program, VisionaryTV Jr focuses entirely on early childhood learning. For preschoolers, the platform will offer foundational educational content such as ABCs, numbers, vocabulary development, and sing-along learning. For elementary-aged children—including those enrolled in FutureHope—VisionaryTV Jr will feature age-appropriate educational videos, cartoons, and films similar in tone and purpose to programming from PBS Kids, CBBC, and CBeebies. Content will be curated for ages 6 to 12, with a strong emphasis on learning, creativity, and positive development.

A key distinction between VisionaryTV Jr and platforms like YouTube Kids is **automatic content routing**. Any creator uploading educational content intended for preschool or elementary-aged children on CVM's platforms will have their videos placed directly into VisionaryTV Jr—**not** the main VisionaryTV platform. This ensures that early-childhood educational content does not appear in the educational mode for older students, and that age-appropriate filtering remains consistent and reliable. This is a feature mainstream platforms lack; on YouTube, preschool content often appears in general recommendations instead of being restricted to the YouTube Kids app.

VisionaryTV Jr will follow the same core CVM Community Guidelines (Rules 1–73 and additions), with one important adjustment: **no Japanese anime series marketed toward teens or young adults will be included.** Even children's anime franchises such as *Pokémon* will not be featured, due to the absence of a dedicated educational spinoff series that teaches life lessons in the style of programs like *Arthur*. VisionaryTV Jr—and VisionaryTV as a whole—will also prohibit video challenges, prank content, and influencer-driven trends that could encourage unsafe or illegal behavior. As discussed in Part 2, children should not be exposed to such content, nor should they be active on mainstream platforms like YouTube or TikTok.

Another important safety feature is account management. **Parents—not children—will create accounts for VisionaryTV Jr**, ensuring full parental oversight. Comments will be disabled across all VisionaryTV Jr content to protect young users from inappropriate interactions. Meanwhile, CVM's main platforms will remain restricted to users aged 18 and older.

With these protections and design principles, VisionaryTV Jr represents CVM's commitment to creating a safer, more educational, and developmentally appropriate digital environment for young children.

Part 7.5: What is PulseLine?

PulseLine is Century Vanguard Media’s alternative to Twitter/X, designed to foster healthier, more constructive real-time communication. While maintaining the fast-paced microblogging style users expect, PulseLine removes the hostile culture, harassment, and chaotic discourse that dominate mainstream platforms. It encourages meaningful conversation, respectful engagement, and a safer environment for all users.

Part 7.6: What is Connectia?

Connectia reimagines the Facebook-style social networking model with a focus on privacy, user well-being, and community integrity. It offers familiar features—profiles, groups, posts, and messaging—while eliminating invasive data practices, algorithmic manipulation, and toxic behaviors. Connectia is built to be a safer, cleaner, and more trustworthy social hub.

Part 7.7: What is ClipForge?

ClipForge is the ecosystem’s short-form video platform, offering an alternative to TikTok with a structure more aligned with Rumble’s commitment to safety and content responsibility. ClipForge provides a space for creative short-form expression without the risks associated with TikTok’s algorithm, data concerns, or exposure to harmful trends. It is designed for users who want entertainment and creativity without compromising digital safety.

Like VisionaryTV, ClipForged will also featured an educational mode for short videos based on educational content on every students phone during classes at FutureHope and public schools.

Part 7.8: What is PureLens?

PureLens is Century Vanguard Media’s alternative to Instagram, offering a photo-sharing and visual-storytelling platform that prioritizes user safety, mental well-being, and content authenticity. PureLens removes the pressures of influencer culture, unhealthy comparison, and algorithmic manipulation, creating a healthier environment for users to share photography, lifestyle content, and personal expression.

Part 7.9: What is EchoSphere?

EchoSphere is another new addition to the CVM ecosystem. Designed as a healthier alternative to Reddit, EchoSphere will:

- Follow the same community guidelines as all CVM platforms.
- Prioritize constructive discussion, niche communities, and culturally balanced content.
- Avoid algorithmic favoritism toward globally dominant media.

EchoSphere aims to create a space where users can engage meaningfully without the noise, toxicity, or content imbalance often found on mainstream social platforms.

Part 7.10: What is InfoSphere Archive?

InfoSphere Archive serves as CVM’s replacement for Wikipedia, Fandom wikis, and other encyclopedic sites that heavily center mainstream anime, South Korean media, Bollywood media, generational terminology or modern internet slang.

Key features include:

- A curated, culturally balanced knowledge base aligned with CVM’s guidelines.
- No open-editing loopholes that lead to misinformation or misclassification.
- A **kid-friendly filter** for younger users conducting research or completing school assignments.
- Integration with CVM’s search engine, PureSearch, ensuring consistent and safe search results.

InfoSphere Archive is designed to provide accurate, context-appropriate information without the biases or content drift commonly found on mainstream encyclopedic platforms.

Guidelines and Regulations on CVM’s Social Media Platforms

Some of Century Vanguard Media’s platforms will include an Educational Mode specifically designed for schools and academic environments. Outside of this mode, CVM’s platforms are intended for users ages 18 and older. Individuals under 18 should only access CVM platforms when using Educational Mode for approved school projects, video assignments, or other learning-based activities.

With that clarification in place, let’s move on to Part 8 of this presentation, where I will introduce Century Vanguard Media’s AI software helper.

Part 8: Introduction of VanguardAI

Part 8: Introduction of VanguardAI

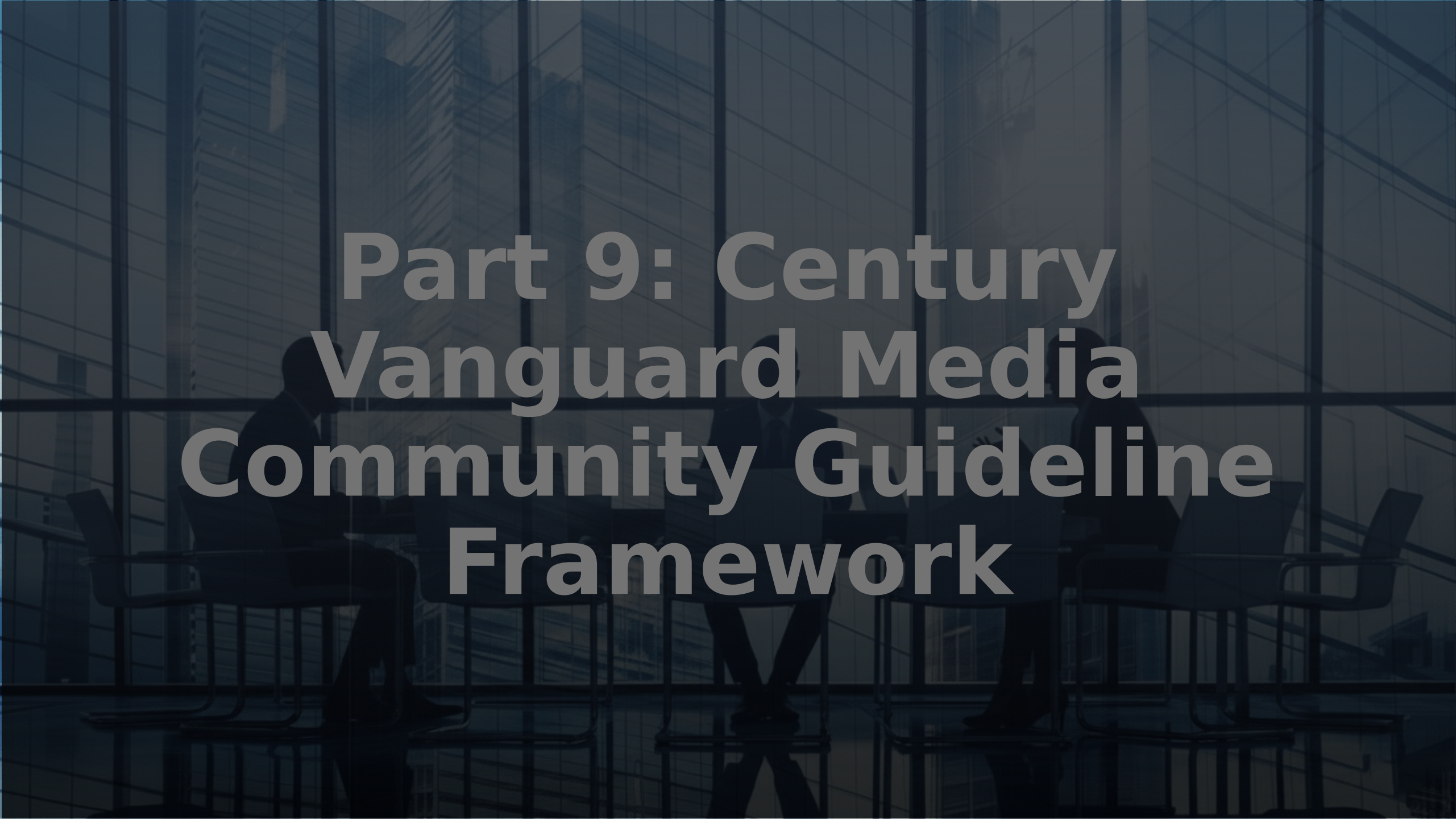
VanguardAI is the latest major addition to the CVM ecosystem. It is designed to serve as a reliable, context-aware AI assistant that aligns with CVM’s community guidelines and cultural-balance principles.

Unlike many mainstream AI tools, VanguardAI is built to:

- Support niche, overlooked, or culturally specific franchises without dismissiveness.
- Provide helpful responses to user questions, creative projects, and logo development.
- Generate approved art styles for CVM-compatible projects.
- Uphold CVM’s content policies by preventing prompts involving banned mainstream anime franchises.
- Offer clear, positive explanations when users inquire about restricted content categories.

VanguardAI will not use generational labels, modern internet slang, or dismissive terminology—practices that often appear on mainstream platforms and can create discomfort or bias. Instead, it follows CVM’s established guidelines to ensure respectful, balanced, and constructive interactions. (The only exception to generational terminology is *D-Generation X*, which is permitted due to its connection to professional wrestling content. Not a general generational label.)

Part 9 of this document presentation will be talking about the community guideline rule of Century Vanguard Media. Let’s go to part 9 of this presentation.



Part 9: Century Vanguard Media Community Guideline Framework

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All platforms within the **Century Vanguard Media ecosystem**—including Aesthetica Social, PureSearch, VisionaryTV, PulseLine, Connectia, ClipForge, PureLens, VisionaryTV Jr, EchoSphere and InfoSphere Archive—operate under a unified governance structure known as the **Century Vanguard Media Community Guidelines**. This framework consist of Rules 1-89 supported by multiple **High-Severity Additions**. Together, they form a comprehensive digital-safety and identity-protection system designed to address the escalating dangers of the modern internet.

These guidelines were created in response to the widespread rise of toxic fandom culture, harassment, impersonation, algorithmic manipulation, cultural over-dominance, and other harmful online behaviors that disproportionately affect vulnerable users, niche communities, and individuals with invisible disabilities. The framework ensures that all Century Vanguard Media platforms remain **safe, respectful, identity-protected, niche-friendly, and free from mainstream cultural dominance**.

The Community Guidelines are designed to:

- Establish a **safe and respectful** digital environment
- Protect users from harassment, bullying, and toxic fandom behavior
- Preserve the integrity of **niche fandoms** and classic media communities
- Shield individuals with invisible disabilities from stereotyping and infantilization
- Prevent algorithmic harm and forced exposure to mainstream trends
- Maintain a **Western-centric, creativity-focused, niche-friendly** ecosystem
- Ensure that Century Vanguard Media platforms do **not** replicate the failures of mainstream social media

These guidelines function as a **protective digital constitution**, not merely a list of rules.

Why These Guidelines Exist?

The modern internet has become a breeding ground for:

- Toxic fandom behavior
- Algorithmic manipulation
- Influencer-driven hostility
- Cultural over-dominance
- Harassment of vulnerable users
- Erasure of niche communities
- Unsafe environments for individuals with invisible disabilities

Mainstream platforms have repeatedly failed to address these issues. Century Vanguard Media’s governance model directly confronts them by creating a **clean, respectful, niche-friendly, and identity-protected** digital ecosystem.

Consistent Enforcement Across All Platforms

Every platform within the Century Vanguard Media ecosystem enforces the same rules and safety standards. This ensures that:

- Aesthetica Social
- PureSearch
- VisionaryTV
- PulseLine
- Connectia
- ClipForge
- PureLens
- VisionaryTV Jr
- EchoSphere
- InforSphere Archive
- …remain aligned with the company’s mission:

To build a safer, more intentional, and more respectful alternative to mainstream social media.

Rules 1-20: Identity Protection & Anti-Toxicity

CVM enforces:

- Zero tolerance for harassment or bullying
- Protection of niche fandoms and classic media communities
- Prohibition of toxic comparisons or culture-war behavior
- Strong safeguards against impersonation and targeted hostility

Rules 21-35: Algorithmic Safety & Content Integrity

CVM maintains:

- No algorithmic manipulation
- No forced exposure to mainstream trends
- No meme flooding or cultural dominance

Strict moderation of destabilizing or harmful content

Rules 36-50: Platform Identity & Cultural Boundaries

CVM reinforces:

- A Western-centric, niche-friendly platform identity
- No mainstream influencer culture
- No VTubers or VTuber-based identities

No impersonation of major companies or brands

Rule 51-65: User Conduct & Community Respect

CVM prohibits:

- Harassment toward niche communities
- Gatekeeping (Rule 66)
- Attempts to bypass moderation through coded language

AI-generated recreations of banned content

High-Severity Additions (Rules 1-71)

CVM additionally bans:

- Claims that CVM is “racist” for banning mainstream anime or K-media
- Threats to contact foreign governments
- VTuber culture and VTuber-based identities
- Mainstream influencer culture and viral TikTok-style content
- Impersonation of major companies

Toxic comparisons between CVM and mainstream platforms

Rule 74: Western Animation Priority Standard

CVM prioritizes Western animation in search results, recommendations, and platform identity.

Rule 75: Anti-Anime Misclassification Standard

No anime may appear in Western cartoon categories or censorship topics.

Rule 76: Niche Western Music Protection Standard

No linking niche Western music to mainstream anime memes

Rule 77: Anti-Mockery & Anti-Meme Flooding Standard

No anime-style meme flooding or harassment.

Rule 78: Creator Identity Integrity Standard

No misidentification of creators such as Satoshi Tajiri or Tsunekazu Ishihara.

Rule 79: Nintendo & Pokemon Cultural-Dominance Monitoring

Pokémon/Nintendo allowed but monitored for dominance and algorithmic flooding.

Rule 80: Creepypasta Content Prohibition

All Creepypasta content banned due to toxic fandom behavior.

Rule 81: Western Cartoon Censorship Integrity

Only Western censorship topics may appear in Western censorship searches.

Rule 82: Mainstream vs. Niche Anime Accuracy

Accurate distinction between mainstream and niche anime required.

Rule 83: Religious Content Integrity

No misuse of Pokémon in religious moral-panic narratives.

Rule 84: Prohibited Websites

No pornographic or harassment-based websites.

Rule 85: Ban on Anime Databases & Streaming Platforms

CVM blocks:

- MAL, MDL, AniList, Kitsu
- Crunchyroll, Funimation, Netflix anime
- Black-market anime sites
- Anime-related Wikipedia/Fandom pages

Ultimate Ban category.

Rule 86: Preemptive Ban on Emerging Mainstream Anime

Any new mainstream anime showing dominance or meme flooding is automatically banned.

Rule 87: Global Enforcement Consistency

All CVM branches must follow the same ban list.

No regional exceptions.

No voice-actor loopholes.

No raids or pressure campaigns.

Rule 88: Western Censorship Geographic Integrity

No Chinese censorship topics in Western censorship searches.

Rule 89: Low-Quality Film Prohibition Standard

CVM bans:

- Films with extremely negative reception
- Films associated with harassment or impersonation
- Cool Cat Saves the Kids

Mentions of Derek Savage (due to impersonation of legal entities)

Rule 90: Akira Cultural-Dominance & Meme Flooding Prevention Standard

Rule 90 Overview

- Akira content is fully prohibited on CVM platforms
- Classified as an **Ultimate Ban**
- Removed due to long-term meme-flooding, cultural dominance, and algorithmic instability
- Ensures CVM’s ecosystem remains niche-friendly, balanced, and safe

Why Akira Is Banned

- High-frequency meme flooding across mainstream platforms
- Strong cultural-dominance patterns
- Recurring toxic debate cycles
- Algorithmic contamination risks
- Similar behavioral profile to other Ultimate Ban franchises

Platform Vision

CVM remains committed to:

- Safety
- Cultural balance
- Algorithmic purity
- Niche-friendly identity
- Professional governance

Zero-tolerance enforcement

Summary of Rules 1-90

Rules 1–71 establish the foundation.

Rules 74–89 expand platform identity, safety, and cultural integrity.

Together, they form CVM’s complete governance architecture.

Platform-Wide Ban on Mainstream Japanese Anime Content

Under Rules 1–89 + Additions, all Century Vanguard Media platforms enforce a **strict prohibition** on mainstream Japanese anime series and all related content.

- This includes:
- References, mentions, memes, poses, quotes
- Fan art, AI art, crossover art
- Usernames, profile images, hashtags
- Saved images, reposts, collage art
- Attempts to bypass the ban through abbreviations or coded language
- This is a **zero-tolerance policy** designed to:
- Protect users
- Preserve platform identity
- Prevent toxic fandom behavior

Maintain a Western-centric, niche-friendly environment

Part 9.2: Official List of Banned Mainstream Anime Series with Behavior and Artistic Traits

Professionals reviewing this document should understand that the following titles are banned due to:

- Toxic fandom behavior
- Cultural dominance
- Meme flooding
- Algorithmic manipulation
- Harassment patterns
- Cartoony, bland, generic, or cutesy art styles

Global mainstream status

Part 9.3: Official List of Banned Mainstream Anime Series

What's Allowed (Fully Allowed on CVM's Platforms)

- Light Novel / Moe art style anime series (with monitoring)
- Dragon Ball (with monitoring)
- Fist of the North Star
- Saint Seiya (Knights of the Zodiac)
- The Guyver
- Gundam (Minus G Gundam)
- Legend of the Galactic Heroes

What's Not Allowed (Fully Banned and Not Alllowed on CVM's Platforms)

- Zero Tolerance Titles (Akira (1988 film), JoJo's Bizarre Adventure, Neon Genesis Evangelion, Doraemon, Crayon Shin-chan, Various Fujiko Fujio works.)
- General Mainstream Anime Titles (Naruto, One Piece, Bleach, My Hero Academia, Demon Slayer, Jujutsu Kaisen, Spy x Family, Kaiju No. 8, Chainsaw Man, Dandadan, Oshi no Ko, Kaguya-sama, Haikyu!!, Nisekoi, Food Wars, To-Love-Ru, Medaka Box, Dr. Stone, Black Clover, Death Note, Gintama, Assassination Classroom, Kuroko's Basketball, Mob Psycho 100, Saiki K, Hunter x Hunter, Fairy Tail, Yu-Gi-Oh!, Baki, Kengan Ashura, Berserk, Yu Yu Hakusho, Rurouni Kenshin, One Punch Man, Attack on Titan, Frieren,The Seven Deadly Sins, Fire Force, Initial D, Sailor Moon, Cowboy Bebop, Fullmetal Alchemist, Black Butler, Ronin Warriors, Urusei Yatsura, Ranma 1/2, Inuyasha, Mobile Fighter G Gundam.)

Future Banned Titles

Any future anime series that:

- Achieves global mainstream status
- Develops a toxic fandom
- Uses cartoony, bland, generic, or cutesy art styles
- Causes harassment or cultural dominance

...will be added to the ban list immediately.

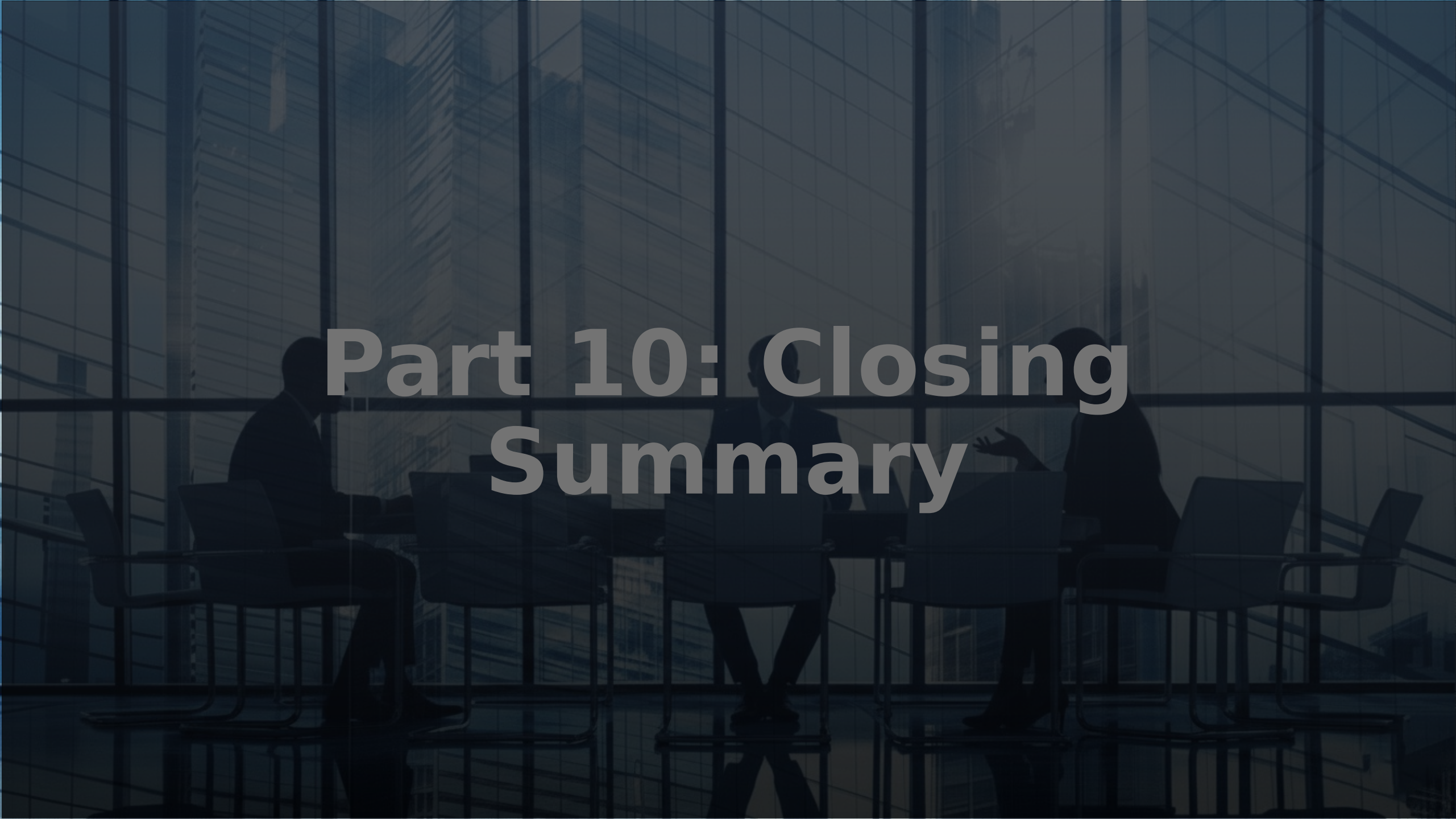
Purpose of This Policy

This policy is essential to maintaining a digital ecosystem that is:

- Safe
- Respectful
- Niche-friendly
- Western-centric
- Free from toxic fandom culture
- Free from harassment and gatekeeping
- Free from algorithmic dominance
- Free from mainstream cultural pressure

Century Vanguard Media’s platforms are designed to be a **safe, intentional, and supportive alternative** for users who feel overwhelmed or unsafe on mainstream social media.

Let’s go to the final part of this PowerPoint presentation.



Part 10: Closing Summary

Part 10: Closing Summary

As I conclude this document, I want to express my sincere hope that the work I am building through **Century Vanguard Media** will one day grow into a meaningful, impactful, and successful reality. My mission has always been rooted in one core belief: that my voice—and the voices of people like me—deserve to be heard.

Project Miracle represents not only my personal journey, but also a broader civil-rights and human-rights mission to advocate for individuals with invisible disabilities. These individuals deserve dignity, empowerment, and the opportunity to live full, independent lives without being stereotyped, underestimated, or dismissed.

I am not a one-person empire, nor do I currently have a team of trusted collaborators. The names and concepts I have created—**Century Vanguard Media, Project Miracle, Aesthetica Social**, and the many platforms within this ecosystem—are not yet trademarked. But they represent the foundation of a vision I am committed to pursuing with integrity, discipline, and determination.

Beyond being an aspiring advocate, I am also a **recently certified Direct Support Professional**, having completed a ten-week training program from February through April 2026, along with CPR certification. This experience strengthened my commitment to supporting individuals with multiple disabilities and deepened my understanding of the challenges they face every day.

At the same time, I am pursuing my path as a businessman and entrepreneur, working to build Century Vanguard Media into a company capable of creating **safer, more intentional alternatives to mainstream social media**. The modern internet has become increasingly dominated by algorithmic manipulation, toxic fandom behavior, and cultural trends that overshadow and erase niche communities. Many people—especially those with invisible disabilities—feel unsafe, unwelcome, or overwhelmed in these environments.

This is why I am building the Century Vanguard Media ecosystem: **to create a safer, healthier, and more respectful digital space for people who no longer feel protected on mainstream platforms.**

Part 10: Closing Summary

I know that I cannot achieve this alone. I openly acknowledge that I need collaborative support—from programmers, designers, developers, advocates, and professionals who understand the importance of digital safety, community integrity, and ethical platform design. I may not be widely known yet, but by sharing my story and my vision, I hope to connect with people who believe in this mission and are willing to help bring it to life.

I also understand that I may face backlash from individuals who strongly identify with mainstream fandom culture. I am prepared for that. The purpose of the Community Guidelines is not to attack anyone—it is to explain the dangers of today's internet, the rise of toxic fandom behavior, and the urgent need for safer alternatives. Century Vanguard Media's platforms are designed to be a **refuge** for those who feel marginalized, harassed, or erased by the culture of mainstream social media.

Part 10: Closing Summary

If this project succeeds, future initiatives will include:

- A full **Century Vanguard Media website** with platform information, updates, and news
- A **Project Miracle website** with resources, advocacy materials, and community support
- An **email-based news feed** for updates across all platforms
- **Educational apps** for FutureHope and the FutureHope School Program
- A safe, educational video platform for all ages—supported by VisionaryTV
- A **private email service** that automatically connects users to Century Vanguard Media platforms, similar to how a Gmail account automatically creates a YouTube account

Additional projects will be developed over time as the ecosystem grows.

Part 10: Closing Summary

Also, I also want to make something very clear: I am not trying to imitate or follow the path of unethical influencers who have dominated mainstream platforms through controversy, shock value, or harmful behavior. I am not here to exploit people, chase trends, or create toxic fandoms. I am a genuine, trustworthy, and forward-thinking individual who aims to revolutionize social media by building platforms rooted in safety, education, creativity, and respect.

I am seeking collaboration with advocates, professionals, and individuals who share these values—people who understand the importance of protecting children, preserving cultural diversity, and supporting niche creators who have been overshadowed by mainstream dominance. I am not part of the influencer culture that has contributed to the decline of online spaces. I am building something different—something better.

Part 10: Closing Summary

I want to reaffirm the core purpose behind Century Vanguard Media and the platforms within its ecosystem. CVM was created in response to long-standing challenges observed across mainstream social media environments—challenges involving misinformation, misclassification, cultural imbalance, and the overwhelming dominance of trend-driven content.

Over the past decade, many mainstream platforms have increasingly prioritized globally popular media, viral trends, and influencer-driven content. This has contributed to environments where niche works, classic creators, and culturally significant franchises are often overshadowed or misrepresented. In some regions, algorithmic systems have also amplified content in ways that distort cultural context or create confusion about the origins of certain media.

These patterns have made it difficult for users seeking balanced, accurate, and respectful content discovery. They have also contributed to online spaces where certain communities feel marginalized or where important niche works—such as *Fist of the North Star*, *Gundam*, tokusatsu series, and classic Western animation—receive limited visibility.

Century Vanguard Media exists to offer a different path.

CVM's platforms are designed to be **safe, structured, culturally balanced, and free from trend-driven toxicity**. They are built to support users who prefer thoughtful content environments, accurate classification, and respectful engagement. CVM does not participate in the algorithmic favoritism, meme-driven culture, or generational-slang trends that have become common on mainstream platforms. Instead, CVM prioritizes clarity, balance, and meaningful representation of niche and historically important media.

This is why CVM maintains strict content guidelines, monitoring systems, and filter options—including the recently added Nintendo content filter as well as Dragon Ball content filler—to ensure that users can navigate the platform comfortably without encountering overwhelming or unrelated mainstream material.

CVM's platforms are **not** designed to replicate the culture of major social media sites. They are built to be a healthier alternative—one that values niche creators, respects cultural origins, and avoids the pitfalls of algorithmic bias. CVM is committed to maintaining an environment where users can explore content without feeling pressured by dominant trends or toxic online behaviors.

Part 10: Closing Summary

Before closing, I want to share two personal moments that shaped this mission:

During a group therapy session, someone told me: *“When I look at you, you don’t look like a disabled person.”* This reminded me how misunderstood invisible disabilities truly are—and how deeply people like me deserve to be seen, respected, and valued.

No one—especially organizations that support individuals with invisible disabilities—should ever treat neurodivergent people as incapable of becoming entrepreneurs, creators, or professionals. This project exists to challenge those assumptions and to prove that people with invisible disabilities can build, lead, and innovate.

Part 10: Closing Summary

Final Disclaimer: Century Vanguard Media, Project Miracle, and its platforms are **not anti-anime organizations**. I, Guillermo Sanchez the founder and future CEO, do not hate anime as a medium. The ban list exists because many mainstream anime series have developed toxic behaviors that harm niche communities and overwhelm platform identity.

This policy is about **balance**—ensuring a Western-centric environment while still allowing visually appealing, niche, and light-novel/moe-style anime series along with Dragon Ball content that align with the platform’s values.

Part 10: Closing Summary

Thank you for taking the time to read this document and understand my goals. I hope that media outlets, journalists, and professionals will one day interview me about who I am, how I entered the world of business and entrepreneurship, and how these projects came to life.

My journey began with **Project Miracle** in 2023. From there, I built the foundation for **Century Vanguard Media** and its alternative social media platforms. I am committed to seeing this vision through—to creating a future where people who feel unsafe or unheard on mainstream platforms finally have a place where they belong.

I hope that one day, Century Vanguard Media will stand as a beacon for those seeking a safer, more respectful digital world.

Part 10: Closing Summary

Also, I recently made a Instagram account to showcase my projects as well as videos that I’m going to be talking about on my Instagram account. Follow my Instagram at:

Part 10: Closing Summary

As always, thank you for reading the PowerPoint presentation and I’ll see you next time!

Sincerely,

Guillermo Sanchez

Founder and Future CEO, Century Vanguard Media